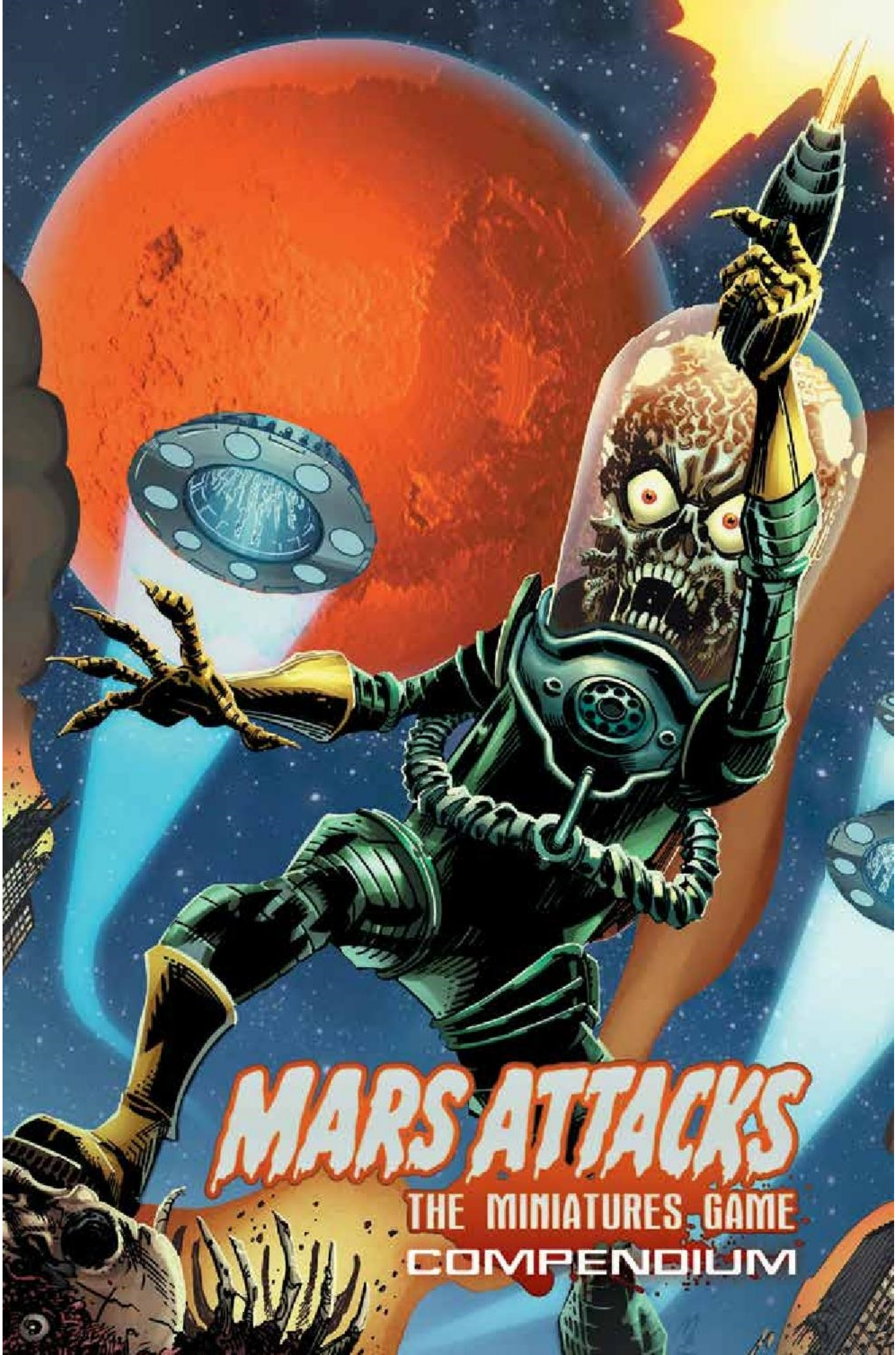
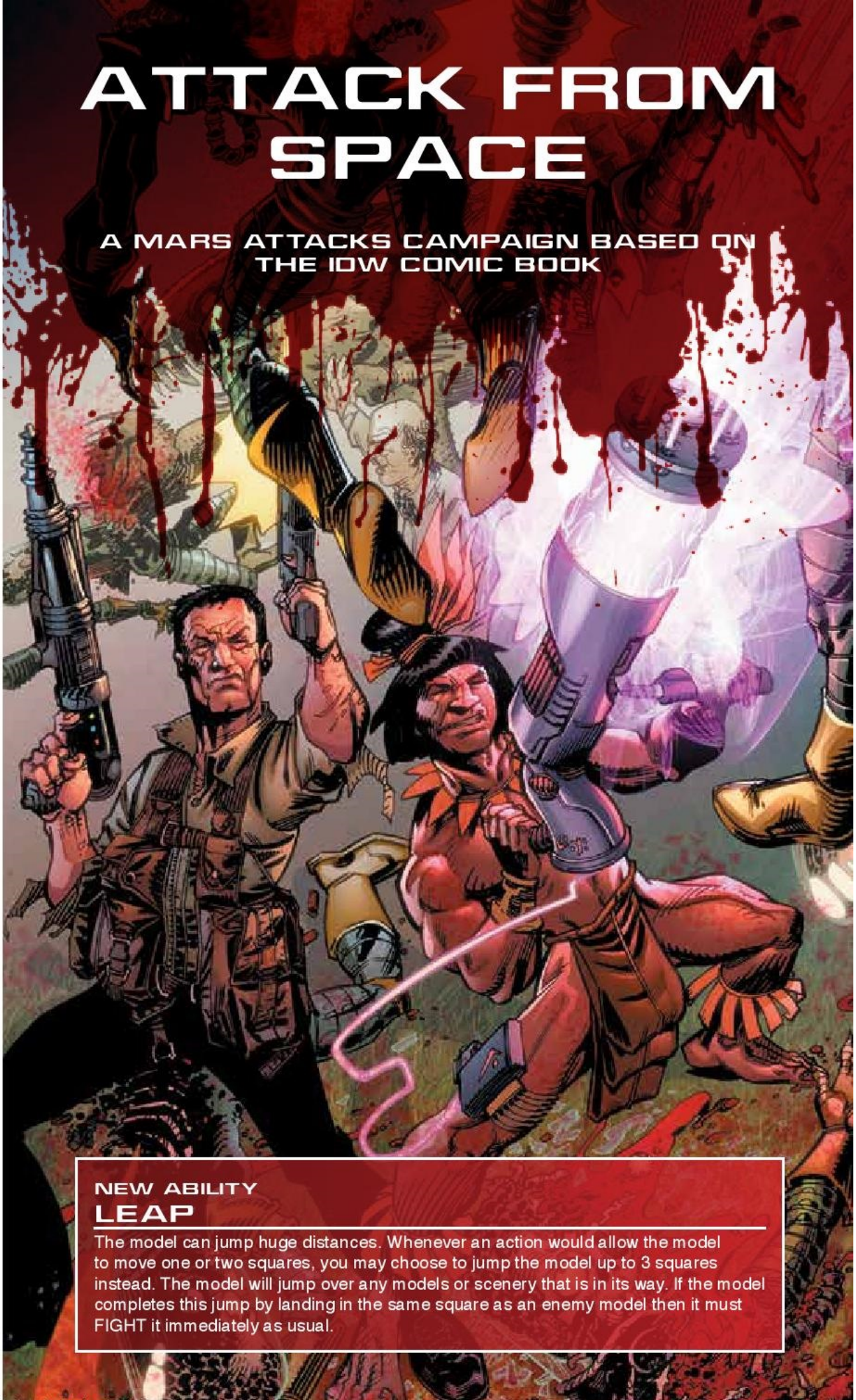

MARS ATTACKS
THE MINIATURES GAME
COMPENDIUM

ATTACK FROM SPACE

A MARS ATTACKS CAMPAIGN BASED ON THE IDW COMIC BOOK



NEW ABILITY

LEAP

The model can jump huge distances. Whenever an action would allow the model to move one or two squares, you may choose to jump the model up to 3 squares instead. The model will jump over any models or scenery that is in its way. If the model completes this jump by landing in the same square as an enemy model then it must FIGHT it immediately as usual.

HUMAN HEROES

BUCK SPENCER

A genuine all-American hero, Buck can now add 'Defender of Humanity' to his list of accolades, which already included Veteran, Astronaut and Senator. He shows no signs of stopping!

XIUHCOATL

An Aztec warrior accidentally woken from Martian stasis storage, Xiuhcoatl wasted little time in stealing a weapon from his former captors and joining the fight against them.

SIDNEY ROSE ON HENRY THE GIANT FLEA

Sidney is an old showman, and Henry has always been his best flea. Now Henry is the size of a tank, and Sidney has one last show left in him as the Martians try and destroy his home

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Buck Spencer	4+	4+	3+	1-4	4	FOLLOW ME!♥, INGENIOUS, NATURAL LEADER♥
Xiuhcoatl	5+	5+	5+	1-4	3	BRAVE, BLASTER
Sidney Rose on Henry the Giant Flea	-	3+	5+	-	2	ARMOUR, LEAP, MASSIVE WEAPON

MARTIAN HERO

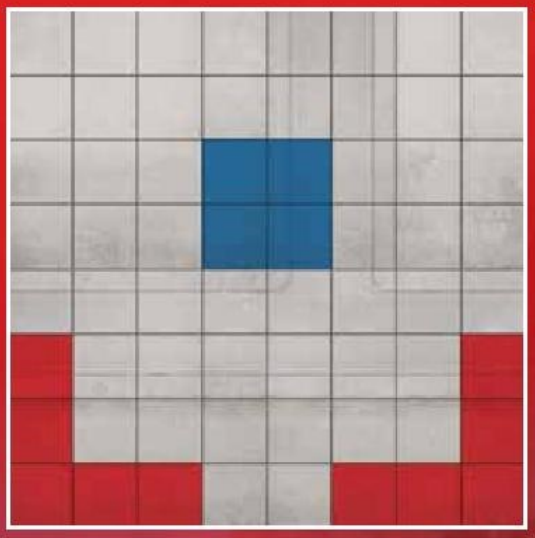
GENERAL ZAR

Zar was Tor's mentor, and is one of the fiercest and most well respected field Generals in the Martian Army. Known as a close quarter monster, he is as feared as he is beloved by those who serve under him.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Buck Spencer	4+	4+	3+	1-4	4	FOLLOW ME!♥, INGENIOUS, NATURAL LEADER♥

ACT 1:
CONTACT

Having escaped the attack at the White House, Buck leads a small group of GIs on a mission for the President. But the invaders are everywhere, and Buck is soon fighting for his life against the Martian patrols...



ATTACK!

The following Human models deploy anywhere in the blue squares marked on the map:

- Buck Spencer
- 6 US Troopers with Carbines
- 1 US Trooper with Missile Launcher
- 1 US Trooper with LMG
- 1 US Sergeant

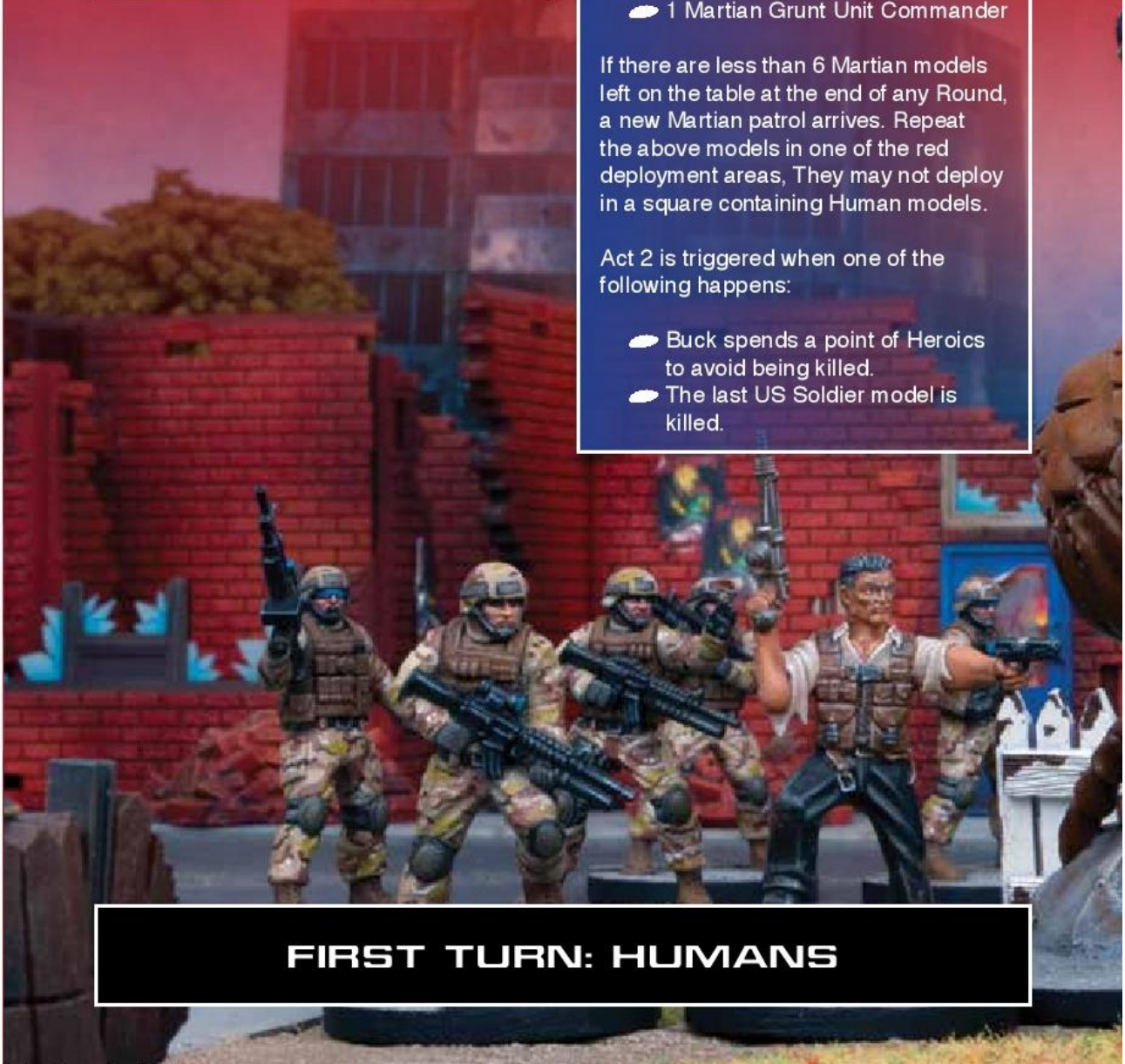
The following Martian models deploy in each red deployment zone:

- 6 Martian Grunts
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander

If there are less than 6 Martian models left on the table at the end of any Round, a new Martian patrol arrives. Repeat the above models in one of the red deployment areas, They may not deploy in a square containing Human models.

Act 2 is triggered when one of the following happens:

- Buck spends a point of Heroics to avoid being killed.
- The last US Soldier model is killed.

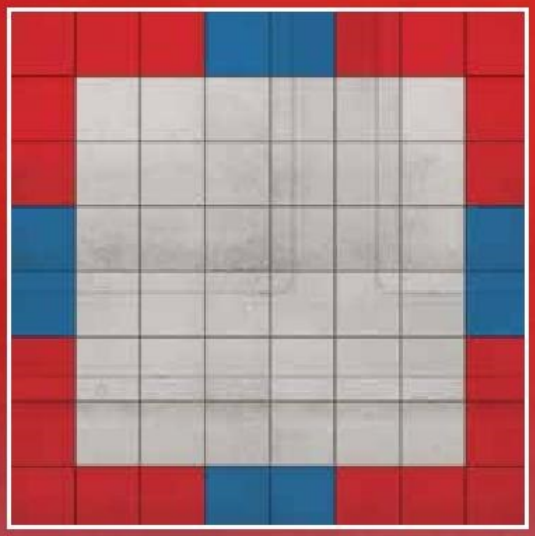


FIRST TURN: HUMANS

ACT 2:

THE CAVALRY RIDES IN

Sidney Rose is determined to do his bit to defend the Earth, and hearing the sounds of a fight nearby he leaps to the rescue on his faithful flea, Henry. He arrives in the nick of time, just as the Martians gain the upper hand. Perhaps this quiet carnival showman can turn the tide...



GIANT FLEA

Both players have any models that survived the first Act. These models remain where they were when that Act finished.

The following Human models deploy in any of the blue squares marked on the map:

- Sidney Rose on Henry the Giant Flea

If there are less than 6 Martian models left on the table at the end of any Round, a new Martian patrol arrives. Place the following models in one of the red deployment areas. They may not deploy in a square containing Human models:

- 6 Martian Grunts
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander

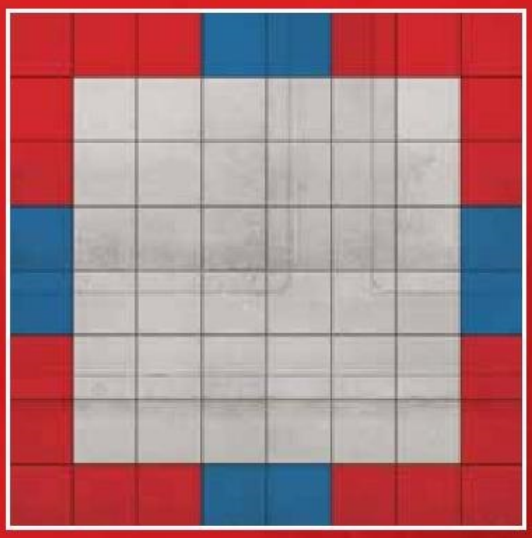
Act 3 is triggered when one of the following happens:

- Either Buck or Sidney is reduced to one point of Heroics.

FIRST TURN: HUMANS

ACT 3:
DESPERATE MEASURES

General Zar's revenge could wait no longer. He would batter these puny Humans into submission and then trigger the Doomsday Device as they watched in horror. Zar smiled to himself. He could not wait to see the look on their faces as their world was destroyed.



TO THE DEATH

Both players have any models that survived the first Act. These models remain where they were when that Act finished.

The following Martian model deploys in any one of the red squares marked on the map:

- General Zar

The following Martian models deploy in **each** of the four red deployment zones marked on the map:

- 2 Martian Grunts

Sidney and Buck get 1 point of Heroics back when the scenario begins. They know this is the final battle! This may not take them over their starting number of Heroics.

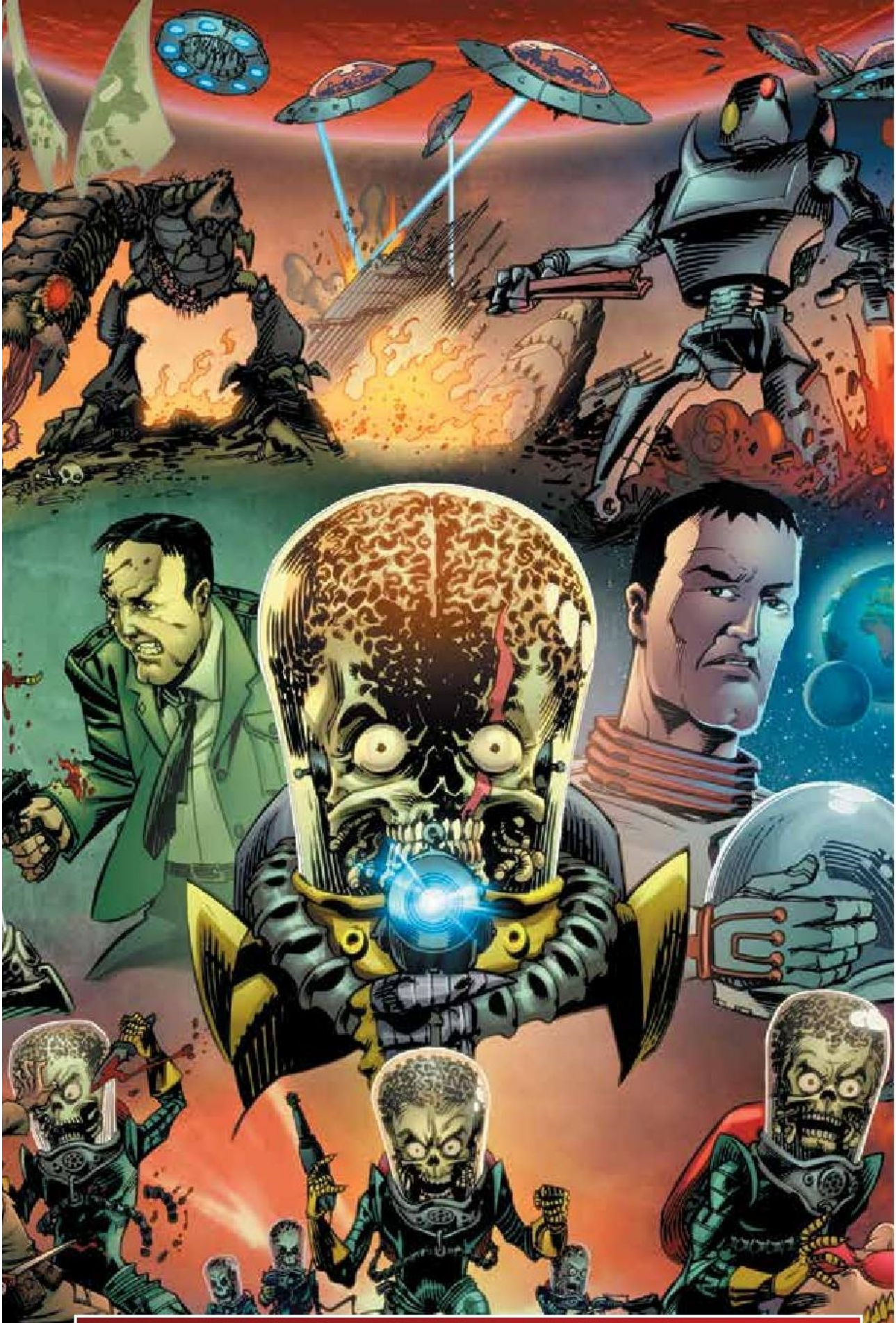
The following Human model deploys in one of the blue squares marked on the map:

- Xiuhcoatl

The game ends when one of the following happens:

- **General Zar dies**: the Humans win. The Doomsday Device is smashed and the Earth is saved from destruction.
- **All the Humans die**: the Martians win. General Zar triggers the Doomsday Device and destroys the world.

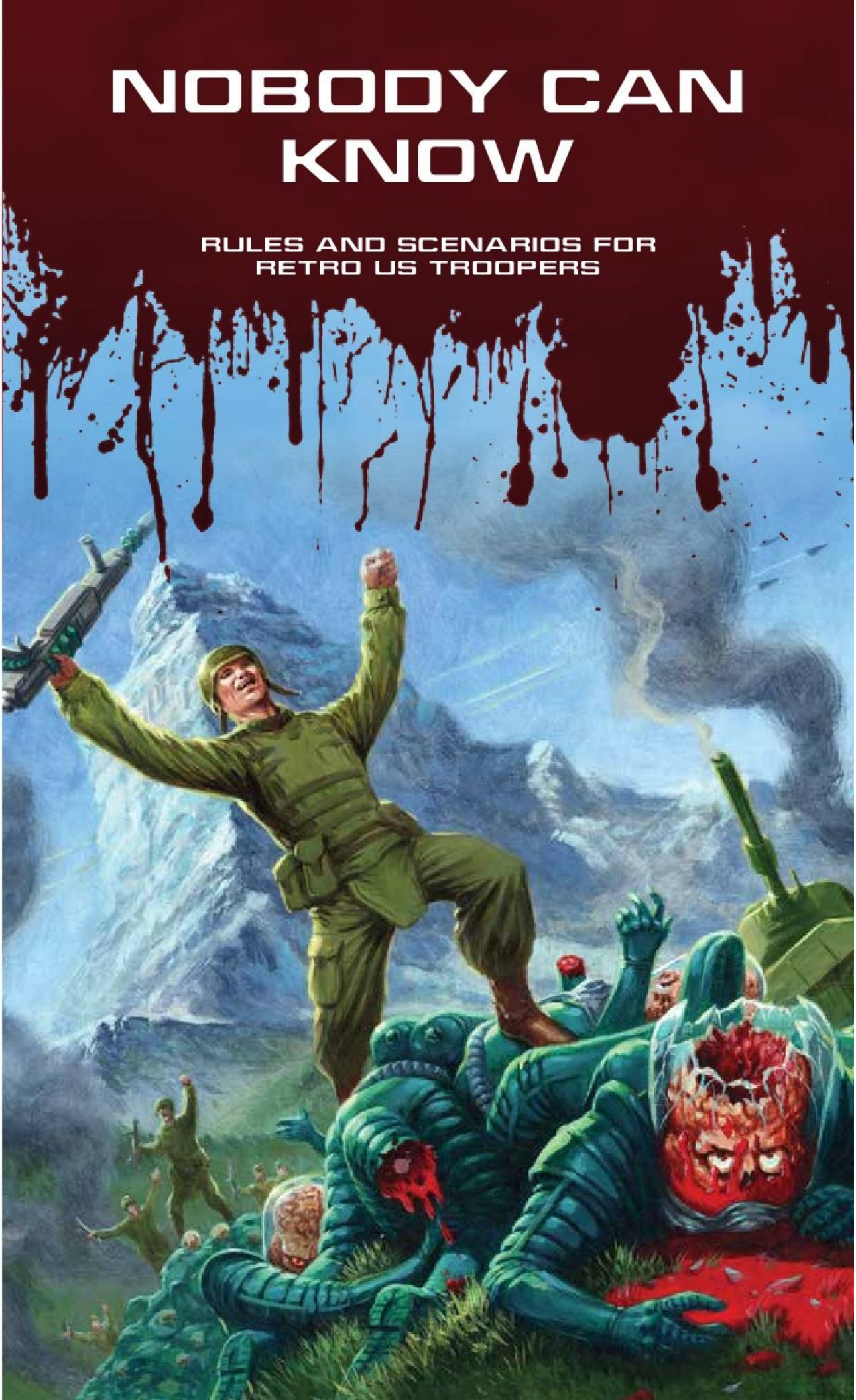
FIRST TURN: MARTIANS



*The adventures of Buck Spencer, Xiocoatl, Sidney Rose & Henry and General Zar can be found in the **Mars Attacks: Attack from Space** graphic novel by John Layman and John McCrea, available from IDW Publishing or digital download at www.comixology.com!*

NOBODY CAN KNOW

RULES AND SCENARIOS FOR
RETRO US TROOPERS



NOBODY CAN KNOW

RETRO SOLDIERS

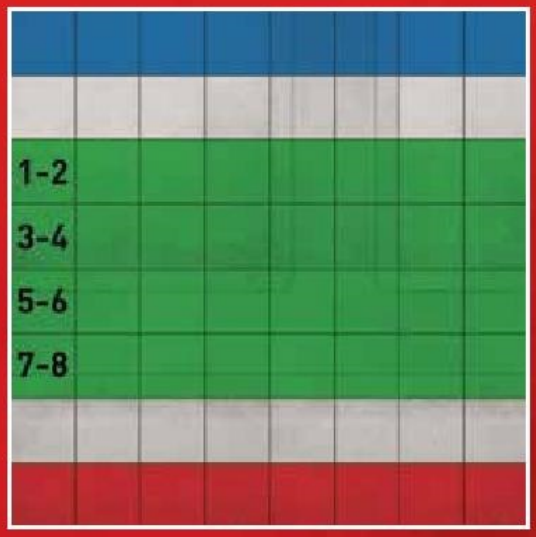
The Martians have been planning their invasion for centuries, and many scouting parties have visited Earth. Some of these groups have captured prisoners, others have merely observed. Whatever their mission, their aim was always to act unnoticed by the population at large. When their grand invasion finally did come they wanted it to be a complete surprise.

It was on one of these missions, back in 1947, that a Martian flying saucer crashed in the desert. News spread quickly among the Martian elite, and orders were flashed to the local commander. It had to be recovered quickly - before it could be discovered and examined by Earth scientists or announced to the world.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1. **Retro US Sergeant**	4+	4+	5+	1-4	3	BRAVE, RAPID FIRE, FOLLOW ME!♥
2. **Retro US Trooper with carbine**	5+	4+	6+	1-6	-	BRAVE
3. **Retro US Trooper with BAR**	5+	5+	6+	1-10	-	BRAVE, ARMOUR PIERCING
4. **Retro US Trooper with Bazooka**	5+	6+	6+	1-3	-	BRAVE, ARMOUR PIERCING, ANTI-TANK
5. **Retro US Trooper with Thompson or "grease gun"**	5+	4+	6+	1-4	-	BRAVE, RAPID FIRE

RETRO SCENARIO 1:
ROSWELL

1947, New Mexico. A flying saucer has crashed in a remote part of the desert. The Humans know something unusual has happened and have sent teams to investigate. The Martians need to beat them to the site before they can recover the saucer and its advanced technology.



Shuffle 3 Critter and 5 Alien Secret counters together, face down. These are placed slightly differently to most scenarios because they can only go in the green area. Roll one dice for rows and another for columns, but use the numbers on the map to show which row rather than counting from the top left. The other rules for placement apply as usual.

SPECIAL TERRAIN

Unlike a normal game, this scenario is set in a remote area of arid scrubland. There are no buildings. Don't worry about placing any scenery – just assume that the whole board is covered by low-lying, hardy scrub. If you have something to represent that, then that's even better.

SPECIAL RULE: SCRUB

Models are always partly obscured by the low scrub. This has two effects on the game:

- No model ever gets the benefit of a clear shot.
- A model that is Rattled will be lying down in the scrub and cannot be seen at all.

COVERT OPS

Neither Side may use Support cards in this scenario. Discard Support cards (for your side) as soon as you draw one and take a replacement

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment zone marked on the map:

- 6 Martian Grunts with Disintegration Rifles
- 1 Martian Grunt with Freeze Ray

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+3 VPs per counter)

HUMAN FORCES

The following Human models deploy anywhere in the blue deployment zone:

- 4 Retro US Troopers with Carbines
- 2 Retro US Troopers with Thompsons
- 1 Retro US Sergeant

HUMAN VPS

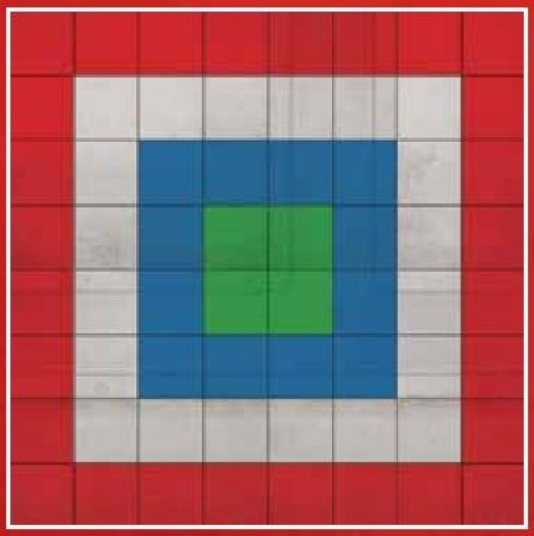
Human Victory Points are awarded for:

- Alien Secrets (+3 VPs per counter)

FIRST TURN: MARTIANS

RETRO SCENARIO 2:
AREA 51

Despite the Martian's efforts, the Humans have recovered some parts of the saucer. They must destroy the wreckage before its secrets are revealed. A Martian force sneaks into the base, past the perimeter guards and into the hanger where the saucer is kept in a Top Secret area.



Place one Alien Secret counter one each on the green squares. Critters are not used in this scenario. Put the remaining counters to one side.

SPECIAL TERRAIN

The whole map represents the inside of a large hangar, now used for storage. There are a few internal walls, but most of your scenery should be piles of crates, barrels or similar items. The green squares are an old temporary building that has seen better days. Use the most complete walls you have for this to show that it is still a recognisable building even though it is ramshackle. If you have the crashed spaceship model it would look great in here.

HUMAN FORCES

The following Human models deploy anywhere in the blue deployment zone:

- 4 Retro US Troopers with Carbines
- 2 Retro US Troopers with Thompsons
- 1 Retro US Sergeant

HUMAN VPS

Human Victory Points are awarded for:

- Alien Secrets (+3 VPs per counter)

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment zone marked on the map:

- 6 Martian Grunts with Disintegration Rifles
- 1 Martian Grunt with Freeze Ray

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+3 VPs per counter)

SPECIAL RULES: SCRUB

Models are always partly obscured by the low scrub. This has two effects on the game:

- No model ever gets the benefit of a clear shot.
- A model that is Rattled will be lying down in the scrub and cannot be seen at all.

COVERT OPS

Neither Side may use Support cards in this scenario. Discard Support cards (for your side) as soon as you draw one and take a replacement

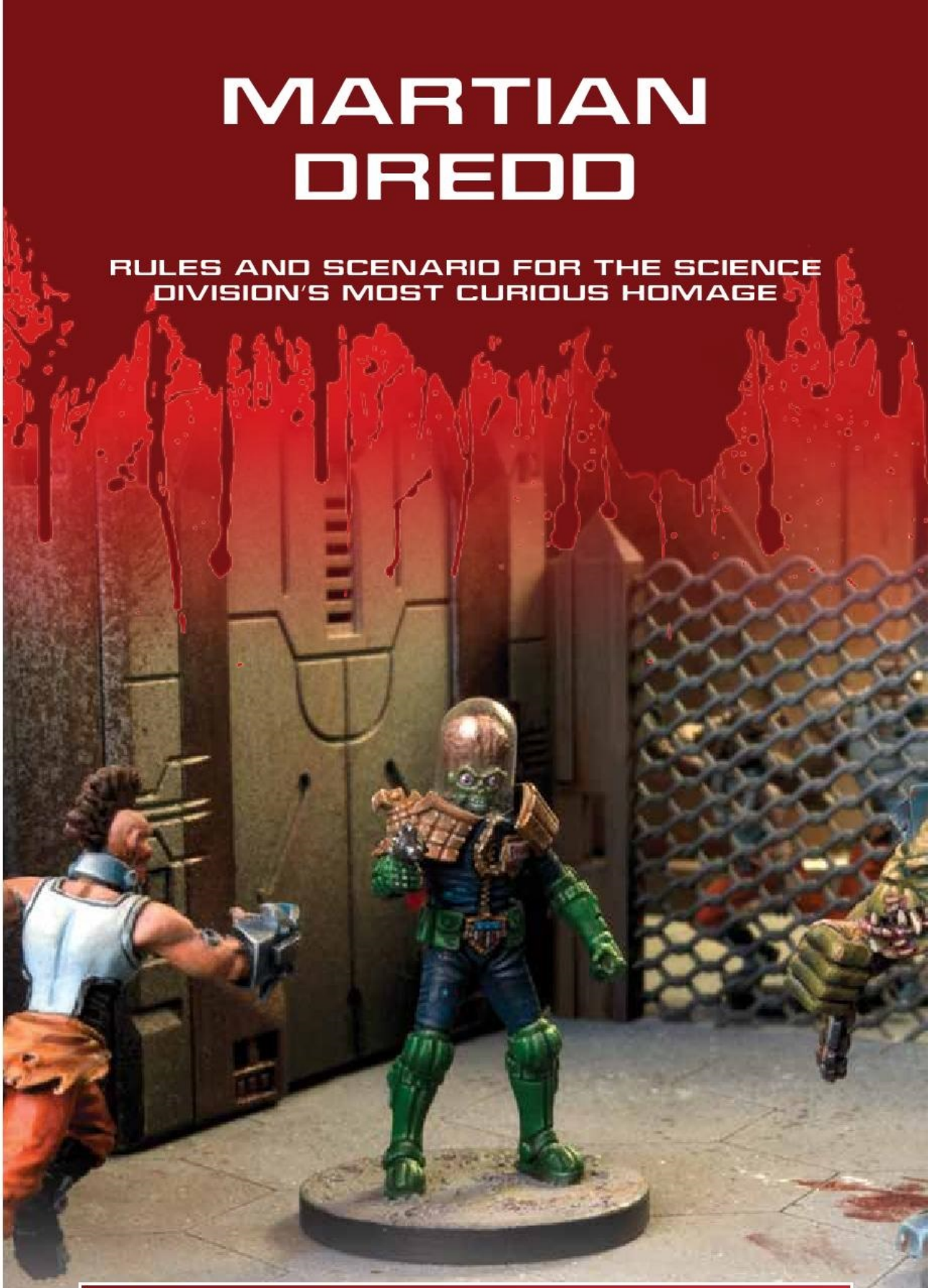
ABOVE TOP SECRET

The Human player may not enter the green squares as they are way above their clearance level.

FIRST TURN: HUMANS

MARTIAN DREDD

RULES AND SCENARIO FOR THE SCIENCE DIVISION'S MOST CURIOUS HOMAGE



	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Martian Dredd	3+	4+	3+	1-4	3	JUDGE, LAWGIVER	

JUDGE FOR MARS

During one of their many inter dimensional conflicts with the master mercenary known only as Blaine, the Martians were exposed to a potential future version of Earth. It was a mainly irradiated wasteland, with most of the humans locked up in small urban areas. Whereas humans mostly disgusted the Martians, they encountered a certain type there which intrigued them. Known as 'Judges', these individuals seemed to have the job of keeping the other humans in line, freely executing them whenever they saw fit. The Martians decided that further study was merited, and the Science Division was able to obtain a blood sample from the one known amongst the humans as Dredd.

This sample was used in one of their gene splicing programmes – the Science Division's tireless research effort to produce the ultimate Martian warrior. Unfortunately, all did not quite go according to plan. The Martian/Dredd hybrid was brutally effective and tough, but prone to odd bouts of mental instability, wherein it would start pronouncing 'judgement' on anyone or anything around it.

This came to an unfortunate conclusion when, during a live firing test conducted on human slave targets to compare the hybrid's capabilities with Tor's best 'natural' Martian troops, he elected to judge his competitors for murder, killing seven before he could be subdued. The programme was judged a failure, and Martian Dredd was put into stasis lock.

The mission which retrieved Dredd's DNA also managed to grab his weapon – its complex genetic lock no defence against a creature with Dredd's replicated DNA, and they fashioned a facsimile of his armour as well, albeit with suitable Martian modifications. He cuts a unique figure amongst the Martian ranks, and when he is on the battlefield, it pays to be as out of sight as possible, lest you be judged.

JUDGE

When a model within the Judge's LOS kills another model (in any way) or attacks the Judge themselves with a SHOOT attack, then the Judge may immediately attempt to SHOOT that model. This action is in addition to any normal action that the Judge may make and applies whether he is marked as activated or not. This is a judicial execution of a known or attempted murderer.

If the target is killed then the model is considered to have been Judged.

As usual, if the kill is ignored by spending Heroics then it is not considered a kill and this rule does not apply.

LAWGIVER

The model has a distinctive LAWGIVER pistol. The model can take shots as normal, or choose to fire one of 3 types of special ammunition. Each type has a special effect in addition to the normal damage from a shot. If you want to use this special ammunition, say which type you are firing before you take the shot.

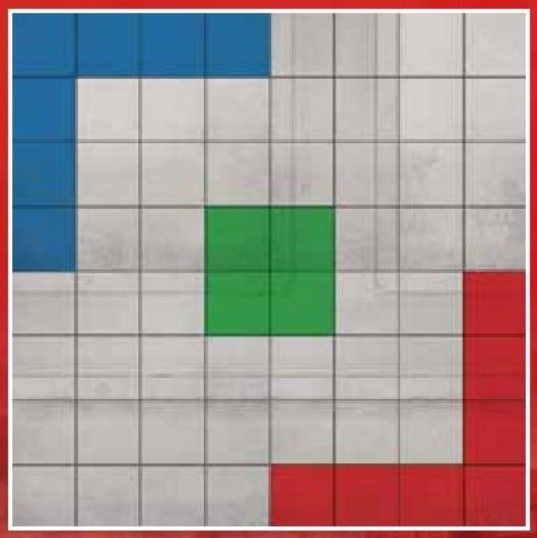
- **AP**: this shot has the ARMOUR PIERCING ability.
- **Stun**: the target is marked as activated.
- **Hotshot**: the target is set on fire. Mark it as activated. At the end of each Round, roll a dice. On a 1-4 the model puts the fire out. On a 5-8 the model remains on fire. This counts as a killed result, so the model will only survive if it has a point of Heroics to save itself with. Mark it as activated again. A model can do nothing but try to put the flames out while it is on fire. If it is attacked in a Fight then it does not roll any dice, but counts as rolling 1 success. It may be Shot at as normal. A model that puts out its flames may carry on as normal afterwards.

You may use each type of special ammunition once per battle.

SCENARIO:

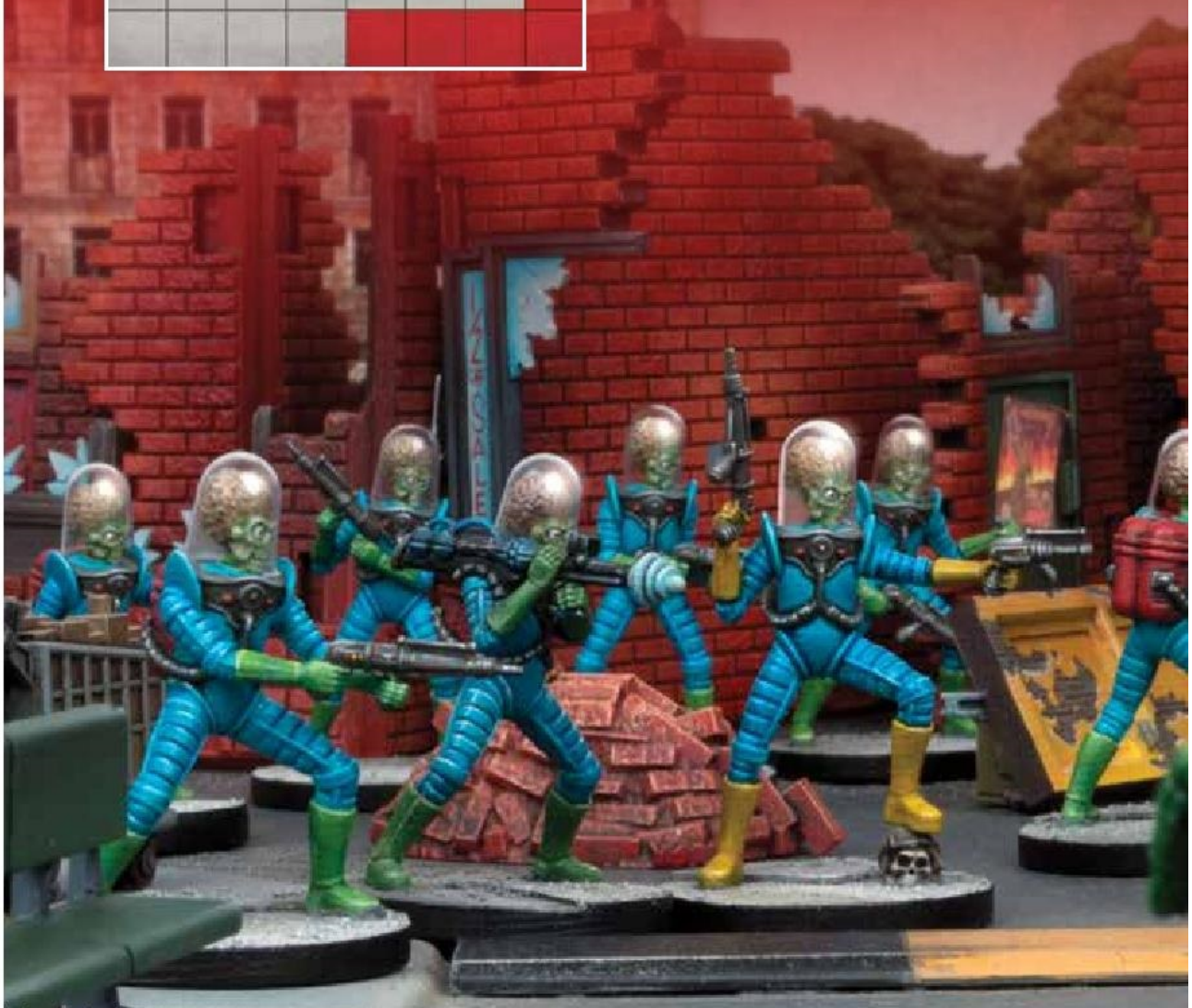
JUDGE, JURY, EXECUTIONER

Of all the experiments the Science Division has ever carried out, the gene-splicing programme with Dredd was the most variable in terms of success. Though he is very useful at rooting out humans and delivering swift retribution on them, he is a little temperamental and liable to start judging anyone around him. The programme was retired and shut down years ago, but it seems that in all the excitement of the Earth invasion, somebody 'accidentally' deactivated his stasis lock! Now he keeps wandering into the middle firefights in Greenville, lending as much hindrance to the Martian forces as he does help...



NOTE

This scenario is designed for 3 players: Martian, Human, and the uncompromising Dredd. Players take turns in that order. Dredd does not get cards.



HUMAN FORCES

Humans deploy all their models first.

The following Human models deploy anywhere in the blue deployment zone:

- 1 Hero of his choice
- 8 US Troopers
- 1 US Trooper with LMG
- 1 US Trooper with Missile Launcher
- 1 US Sergeant

HUMAN VPS

Human Victory Points are awarded for:

- Killing Dredd (+8 VPs)
- Killing a Martian model (+3 VPs)
- Killing the Martian Grunt Unit Commander (+5 VPs)

DREDD

The Dredd player places Martian Dredd anywhere within the green deployment zone.

DREDD VPS

Dredd Victory Points are awarded for:

- Judging any model (+4 VPs)

MARTIAN FORCES

The following Martian models deploy anywhere in the red deployment zone:

- 1 Martian Grunt Unit Commander
- 6 Martian Grunts
- 1 Martian Grunt with Freeze Ray

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing the Human Hero (+8 VPs)
- Killing any other Human model (+2 VPs)

WINNING THE GAME

The game does not end when one side reaches 8 VPs as usual. Instead, the game is played until one of the three sides is wiped out. At that point, the side that remains on the table with the most VPs wins the game.

Tactical Note: The Human and Martian players can find Dredd's JUDGE ability very hard to deal with. The secret is to make careful use of the terrain to block his ability to see when you want to do something naughty. Unlike most games of Mars Attacks, there are times when you might be best off not shooting your enemy!

FIRST TURN: MARTIANS

	Move	Strength	Speed	Skill	Armour	Starting Team	Cost	
Guard	6	4+	4+	5+	4+	x2	10mc	Fragile
Jack	6	4+	4+	5+	4+	x4	9mc	Fragile, Illegal
Striker	6	4+	4+	5+	5+	x2	10mc	Fragile, A Safe Pair of Hands

TEAM STATLINES

Extras: *a Martian team starts with 3 Coaching Dice and 1 DreadBall Card.*

ILLEGAL

The player is completely unscrupulous and will do anything to win. In this case, they have smuggled a weapon or three onto the pitch and are not afraid to use them!

If the player takes a *Slam* action then they may elect to either resolve it as normal or with a weapon. If they resolve it with a weapon then they add 1 dice to their *Slam*, but the action is a foul (resolve any Ref check immediately after *Sucker Punches*). In all other respects the Slam is resolved as normal. This means that a really underhand player could make a *Sucker Punch* with a weapon bonus. If the opponent calls the fouls for such an action then roll both Ref checks separately.

In addition, the player may Shoot at an opposing player with their concealed pistol. This is a foul (resolve any Ref check immediately after *Sucker Punches*). This Shoot action is resolved exactly the same way as a *Throw* action using the normal rules for *Throwing* the ball at an opposing player. The attacking player adds +2 dice to his test.

Martians in DreadBall

The Martian Empire has been successfully conquering various races throughout the universe for thousands of years, and has refined its tactics progressively over that time to deal with any eventuality. When following up a lead on the inter-dimensional mercenary known as Blaine, a force of them stumbled through a tear in the fabric of space time and ended up in the year XXXX. Upon arrival, they were horrified to discover that humanity, that age-old foe, seemed to have spread to the far corners of the galaxy like some kind of plague. The commander of the force despaired, for his small force could not possibly hope to take on the might of the human military in this reality alone. Then one day, whilst monitoring human transmissions, he and his team discovered DreadBall.

Here was a perfect opportunity. This great human empire into which they had stumbled seemed to be run on corporate greed, money and the pursuit of fame. DreadBall represented not so much an institution as a kind of religion. If they could integrate themselves into this cult, they could work their way to the top from the inside, infiltrating the very highest echelons and being free to injure, maim and kill their opponents (who would surely be the finest warriors produced by any of their races) at the same time. Done correctly, they could use this tactic to take over the whole galaxy with just a handful of warriors!

That was the theory at least. The problem is that DreadBall is a highly addictive sport, and the Martian players soon found themselves with a taste for the sport which quietly overrode their earlier plans. Now they just play DreadBall, their only concern their next match, their only plan to win the league and become champions.

Martians are fairly natural DreadBall players, coming from a culture where war and bloodshed are second nature. Though wiry and gangly in appearance, they are surprisingly strong and resilient. Their success on the pitch is also helped by their tendency to carry a range of weapons on the pitch, with absolutely no qualms about using them. The Red Planets have one of the absolute worst disciplinary records in the history of the DGB – quite the achievement for such a relatively new team – but they really don't care. Their logic is that if they kill or maim enough players, officials and fans, there will be nobody to oppose their glorious ascension to the top of the DB Leagues. From the fans' point of view, their propensity for violence makes them an irresistible draw, and the Red Planets are well on their way to being one of the most popular franchises ever seen in the sport.

Guard

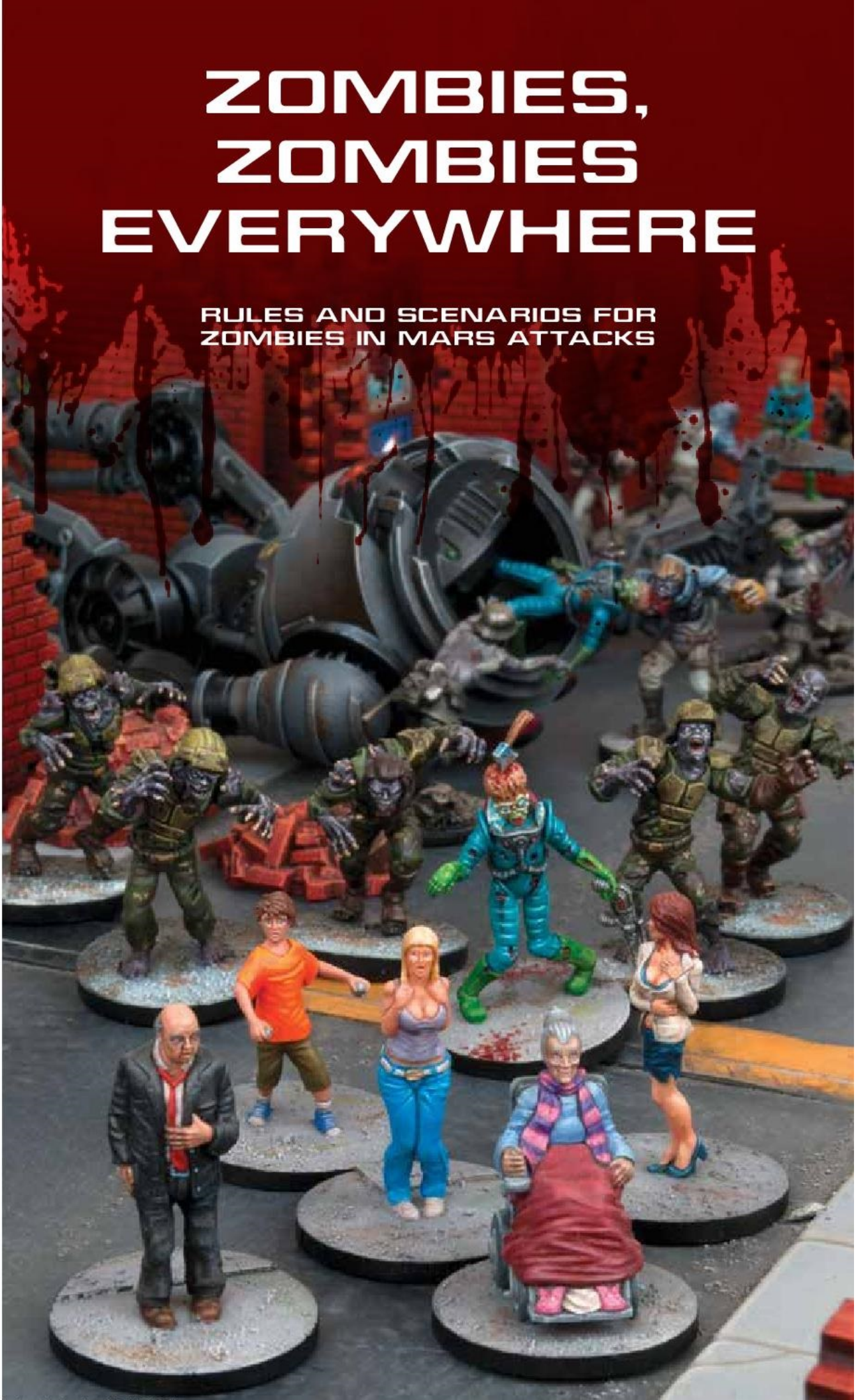
Jack

Jack

Striker

ZOMBIES, ZOMBIES EVERYWHERE

RULES AND SCENARIOS FOR ZOMBIES IN MARS ATTACKS



THE LIVING DEAD

Zombies? Where did they come from?

The answer is that everyone is too busy fighting for their lives to find out, and the zombies certainly aren't telling. The Martians think it's just more of Earth's weird critters; the Humans reckon it's all that strange alien tech the Martians are throwing about. The real answer is... well, that would be telling.

These rules allow you to take your favourite faction (Martians or Humans) and pit them in battle against the zombie hordes in a solo campaign. The game rules and dice control the zombies and all you have to do is fight your way through them. Easy!

Note that fighting zombies is rather different to fighting another player, and rather less forgiving. Zombies are an implacable enemy that is relentless in its advance and which can only be avoided or destroyed. You may well find yourself overrun the first time you meet them in battle. Do not be dismayed by this – plenty of others have been eaten before you and many more will follow. Persevere and learn the new tactics you need to combat them. Your species depends on it!

ZOMBIES

Zombies are brainless monsters that have no plan and no fear. They respond only to their urge to feed, and fight on despite great holes being blown in their bodies, limbs being smashed, or being set on fire. They may fall momentarily, but will be on their feet again almost immediately as they do not understand the value of being out of sight. If a wound will not destroy them then it will not stop them.

Zombies are too stupid to be very interesting to command, so the rules here allow the game to control them for you. This means that you can focus on fighting against them and overcoming the zombie menace with your cunningly commanded force of Humans or Martians.

Rules that control forces in games are often called AI, which is short for Artificial Intelligence. However, this sounds a bit strange for zombies who are legendarily dumb, so these rules are called AS, for Artificial Stupidity.

ZOMBIE STATS

Individually zombies are relatively easy to deal with – their threat lies in their utter lack of fear and their large numbers.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Zombie	-	5+	4+	-	-		ARMOUR, HORDE, UNCARING

NEW ABILITIES

HORDE

Zombies have little skill at fighting, and rely instead on simply dragging down their foes by sheer weight of numbers.

There is no fixed limit to the number of zombie models you can have in a single square at once. The only restriction is how many models you can physically fit in a square.

A zombie in a FIGHT gets a +1 dice modifier for each extra zombie in the same square instead of the normal +1 dice for any number of friends.

UNCARING

Zombies are too dumb to care about their own survival and often miss opportunities. As a consequence they never get Rattled, and if they are trampled by stampeding cattle they are killed.

ARTIFICIAL STUPIDITY

Zombies don't take normal Turns like Martian and Human forces. Instead they react to nearby sound and movement using the following rules.

After each action (not including playing cards) taken by a Human or Martian model the zombies may react. In addition, at the end of each Round the zombies test to see if they react further. Do not mark a zombie model with an Activation Marker when it moves. They can react as many times a Round as required by the following rules.

Zombies are not clever, so if they are required to move then they will go by the shortest route. However, if two routes are equally far then they will choose the clear one rather than the dead end. Even so, this still allows a watchful player to lead them into cul-de-sacs where they will mill about in frustration, unable to reach their prey. This also means that zombies will sometimes end up moving into a square and FIGHTING another model (rather than the active one that caused them to move). This kind of confusion is entirely normal for zombies.

If a zombie is already in a square containing an enemy model then it will not move out of it because of these rules.

If a zombie moves into the same square as an enemy model then it will FIGHT as normal.

If the active model is killed at some point during their action, or in the zombies' subsequent reaction, then any zombies that have not yet reacted to that action do nothing.

AFTER EACH ACTION...

Go through these options and resolve the first one that applies. They show the immediate reaction of nearby zombies to varying amounts of activity and noise. Some of these results add dice to the roll you will make at the end of each Round to determine if there is any additional zombie activity.

- If the active model enters a new square by any means all zombies that have LOS to the model (at any point in its move) will Move 1 square towards its final position.
- If the active model uses a Shoot action all zombies within 3 squares will Move 1 square towards the model. As the zombies are reacting to the sound they do not need a LOS.
- If the active model takes any other action add one dice to the number rolled for the zombies on the board at the end of the Round (see page XXX).
- If the active model is marked as activated but no action is taken then the zombies do not move and no dice are added to their test at the end of the Round.

AFTER EACH ROUND...

In addition to the immediate response of nearby zombies, the noise of the soldiers moving and fighting may draw more zombies to the battle. These will emerge at Spawn Points: locations on the battlefield where these vile creatures can emerge from hiding and join the fray. Zombies that are already in the battle may be encouraged to more frantic attacks as they know that more of their kind are on their way, and their share of the feast will only get smaller.

Two things happen at the end of every Round:

1. Zombies already on the board check to see if they do anything else.
2. New zombies may arrive at Spawn points.

ON THE BOARD

The zombies on the board roll 3 dice against their Survive value to see whether they do anything else. This single roll applies to all the zombies on the battlefield at that time. The number of dice may be increased by your actions during that Turn (see above). If the test has any successes then see below for the outcome.

1. Success: zombies in the same square as an enemy model FIGHT.
2. Successes: zombies in squares that are adjacent to an enemy model MOVE into that square and FIGHT.

3. Successes: all zombies that can see one or more enemy model MOVE 1 square towards the closest one. If no zombies can see an enemy model then roll 1 dice for each Spawn Point immediately (see page XXX).

4. Successes: all zombies that can see one or more enemy model MOVE 1 square towards the closest one. This is in addition to the movement from 3 successes. However, resolve this as two separate MOVES to allow moving zombies to change direction if their movement puts them in a new position where a closer target is revealed. If no zombies can see an enemy model then roll 1 dice for each Spawn Point immediately.

5. Successes: roll 1 dice for each Spawn Point immediately.

Results are cumulative and each includes all those above it. Resolve all results starting with the lowest and completing each result before moving onto the next. For example, if you roll 2 successes then resolve the result for 1 success, then for 2 successes in that order.

For all of the results, if two or more potential target models are equally close to a zombie then pick one at random.

In all cases, resolve each zombie's MOVEMENT and FIGHTING completely, before MOVING the next.

After you have resolved the actions of the current horde of zombies, use the following rules to see if more arrive...

NEW ARRIVALS

The sound of a fight, the smell of fresh blood or just random wanderings will inevitably bring more zombies to the battlefield. They emerge from underground hideaways, rubble piles marking collapsed buildings and similar heaps of detritus. This is dealt with by defining specific squares as Zombie Spawn Points and checking periodically to see if any arrive. This is in addition to the roll described above, which controls the extra movement of the zombies already on the battlefield.

At the end of each Round, after new cards have been drawn, roll to see if any new zombies arrive. The scenario will tell you how many dice to roll. Each dice is always successful on a 5+. Roll the test separately for each Zombie Spawn Point. Each success places one new zombie model on that Spawn Point.

If the Spawn Point is occupied by an enemy model then the zombie will FIGHT as it arrives. If the square is empty then roll to scatter the new model one square. If this new square is occupied then the zombie will FIGHT. Resolve each zombie's MOVEMENT and FIGHTING completely, before placing the next.

AS QUIET AS THE GRAVE

This is a four battle long mini-campaign for one player, focussing on the survival of a small force of Martians or Humans that has become separated from its parent command. Your enemies are hordes of unthinking zombies. Use the Artificial Stupidity rules on page XXX to control these models.

Play the four scenarios in order. Whether you win or lose a scenario modifies the next in the series. You win the whole campaign if you win the last scenario, regardless of the outcomes of earlier battles.

SETTING THE SCENE

You've been off patrolling for Command, checking out the ruins and looking for pockets of enemy resistance. After a particularly vicious firefight you were cut off from your base and are now stuck behind enemy lines, looking for a safe way back. What's worse is that your communications gear got fried in the battle, and now Command have no idea where you are.

You sent out some small patrols to see if you can find out what's going on in the area. Hopefully it'll stay quiet until you fix things. All your patrols have specific instructions to be on the lookout for sufficiently powerful comms to re-establish contact with Command.

GETTING STARTED

Start the campaign by picking a 100 point force of either Martians or Humans. Use the points values on page XXX. This will be your force throughout this mini campaign. Once you start there are no reinforcements – you're on your own. Choose your force wisely!

Some general guidelines for this campaign:

- You are the only player, so there is only you to please. If something isn't to your taste then change it!
- Occasionally a situation may arise that isn't covered by the rules. In this case simply choose whichever option offers the most exciting game and carry on. Often this means giving the zombies the benefit of the doubt, and this is fine: overcoming the odds is much more satisfying than stomping on an easy opponent.
- You can play through this campaign more than once, and if you do you may want to change the difficulty level. The simplest way to do this is to add or subtract from the number of dice used for each Spawn Point. More zombies makes it much harder. How many can you beat?

THE CAMPAIGN

The campaign is made up of 4 scenarios:

1. **Surprise, Surprise!**
2. **Help!**
3. **Fighting Through**
4. **Home Free**

Each scenario lists:

- Any specific scenery requirements for the battle.
- The size of force you can deploy.
- Deployment areas for your force.
- Starting positions for zombies, plus any Spawn Points.
- Victory conditions.
- Aftermath.

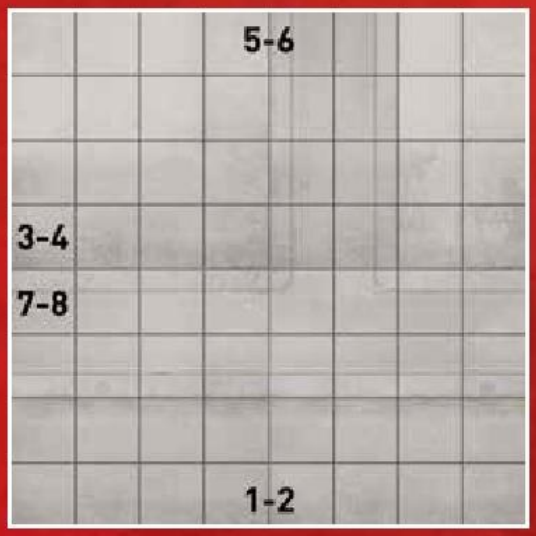
ZOMBIE CAMPAIGN GENERAL RULES

All scenarios in the campaign use the following general rules. If these do not modify the normal rules then there is no change.

LAYING OUT THE BATTLEFIELD

To give yourself an interesting and varied layout, you should start each scenario by setting up your scenery over the whole battlefield. Aim for a combination of something that looks both believable and interesting to play on. However, before you get started, check to see if there are any scenario specific scenery elements and put these to one side for later.

Once the board has been set up, choose one side and roll a single dice. This will determine which way round the board goes. The result indicates which edge will be at the bottom of the scenario map. You may find it convenient to rotate the board accordingly.



On top of this general layout you will need to place any scenario specific scenery elements that you put aside earlier. Add these at the end, once you know which way up the board goes. Finally, make any changes needed to give you an interesting and good-looking battlefield to fight over.

Spawn Points are marked SP1, SP2, etc on the scenario maps. The number after the SP is the basic number of dice used to test at that Spawn Point. As Spawn Points are usually entrances from underground bunkers, collapsed building levels and so on, they make more visual sense if they are in the midst of cover or buildings.

Do not place Alien Secrets or Critters.

Zombies are placed in each square marked with a Z.

DEPLOYMENT AND FIRST TURN

The deployment zone is shown on the scenario map and is not variable. Deploy the zombies first, then your force.

You are the only player, so you take the first and every other Turn. Remember that the zombies will react to everything you do.

LEAVING THE BATTLE

When a scenario requires models to leave the battlefield they may only do so across a square edge marked in red on the scenario map.

NO END IN SIGHT

Battles end when the scenario conditions say they will or you retreat. You may choose to retreat at the end of any Round from Round 3 onwards. If you retreat then you automatically lose the scenario.

BETWEEN BATTLES

In this mini-campaign your force is cut off from Command and few of the normal resources are available between battles. Medical facilities are basic, there is no access to reinforcements, training or new equipment. You must get by with what you already have. Those that are injured need to take their chances with somewhat basic emergency treatments or fight on injured.

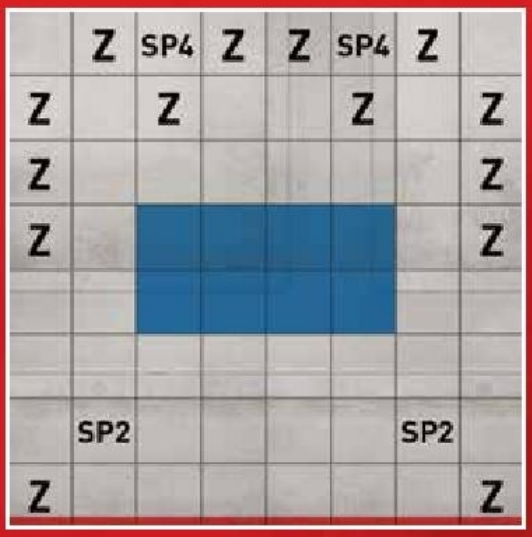
Any trooper that falls in battle is lost.

Injured Heroes recover, and regain all of their Heroics before the next battle.

SCENARIO 1:

SURPRISE, SURPRISE!

You've sent out scouts to look for a way through the enemy lines, or at least to find some comms gear so you can ask for help from Command. These scouts are spread thin, so you're not expecting them to win any major battles. They need to recon the situation and get back safe.



AVAILABLE FORCES

The Strike Team is a reduced size observation group, chosen from your 100 point force. This has a maximum size of 35 points. All of your models must start the game in the blue deployment area.

VICTORY CONDITIONS

When there are no more friendly models left on the board the game ends. If any of your scouts escaped to raise the alarm then the battle is a victory.

AFTERMATH

If you win then you can give one of your surviving models a single point of Heroics. If the model was a Soldier then this raises them to being a Hero.

If your scouts were wiped out then you should count them as lost and play this scenario again with a new observation group chosen from the remaining models of your force. Of course, you could just start from scratch and pretend this battle never happened – but where's the challenge in that?

SPECIAL RULES

Hold Position. Observation groups are expected to remain in position against minor threats, though they are not main battle forces and will eventually have to fall back if the pressure is too great.

Your models may not choose to leave their deployment area until both of the following conditions have been met:

- The battle is in Round 2 or later.
- You have killed at least 1 zombie.

Until this happens, individual models may move about with the deployment area, but they may not choose to leave it. Models that are forced outside the deployment area, for example by Support card effects, may subsequently choose to either remain in place or move back into the deployment area.

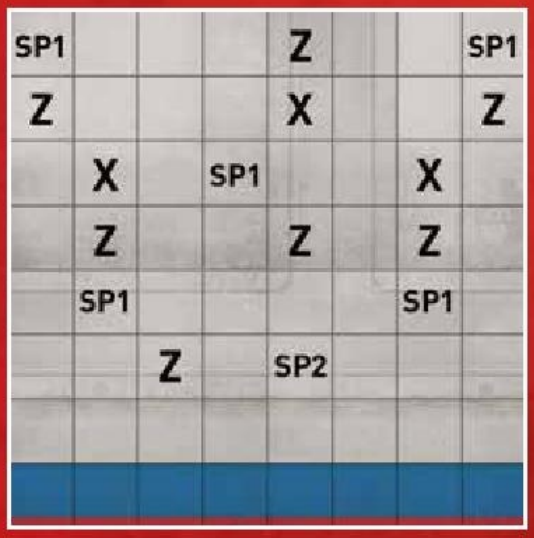
Once these two conditions have been met your models can retreat off the board across the edge marked in red.

SCENARIO 2:

HELP!

You've really stirred up the hornet's nest now! Your force is way to small to deal with this size of threat on its own and needs extraction immediately. Luckily your scouts managed to bring back some slightly damaged comms gear that your techs have repaired. Sort of. If you can find a booster for the signal then you can get back in touch with Command and get them to send some transport to pick you up.

Luckily, one of your other observation posts picked up interference that is probably caused by an unmarked booster station in their sector. You decide to send an urgent mission to locate this and transmit your message back to Command. Once that's done your men can pull back to join the rest of the force and wait for air support.



AVAILABLE FORCES

You may take up to 50 points worth of models, chosen from the surviving models of your force. All of your models must start the game in the blue deployment area.

VICTORY CONDITIONS

When there are no more friendly models left on the board the game ends. If the message was sent then the battle is a victory.

If you retreated before the message was sent then you must play this scenario again. Command won't know that you need help unless you ask for it!

If you retreated after the message was sent, but before you got everyone off the board safely, then you may continue to the next scenario, but you do not get the benefits listed below.

SPECIAL RULES

Objectives. One of these objective markers is the signal booster; you're just not sure which one.

The first time one of your models reaches an objective marker, roll one dice. On a 7-8 you have found the signal booster. If you roll 1-6, discard this objective marker; it's not what you're looking for.

If the first objective was not the booster, maybe the next one is. Roll one dice when you get a model to the second objective marker. On a 5+ this is the signal booster.

If neither the first nor second objective you reached was the objective, then the third one must be it. There is no need to roll.

Phone Home. You must have the only models in the square containing the signal booster at the end of a Round. As soon as this happens you can transmit your message. After this your models must exit the battlefield across the edge marked in red.

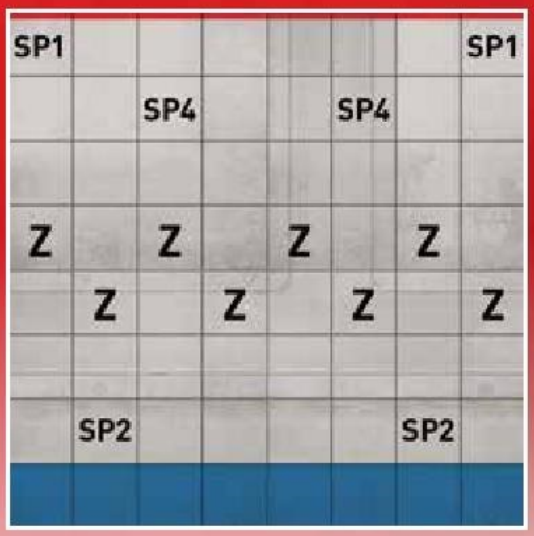
AFTERMATH

If you win then you can give two of your surviving models a single point of Heroics each. If the model was a Soldier then this raises them to being a Hero.

SCENARIO 3:

FIGHTING THROUGH

To your disgust, the flyboys have decided that it's too dangerous to come and get you in your current location and want you to move to safer coordinates for the pick up. Of course it's dangerous! That's why you need help! Unfortunately they won't budge, so you're going to have to break through the closing net of zombie hordes and reach the coordinates given. You give the orders and everything that cannot be carried is quietly destroyed. Then your whole command moves out. It's time to fight or die.



AVAILABLE FORCES

Your force consists of all the models you have left alive. All of your models must start the game in the blue deployment area.

VICTORY CONDITIONS

When you have no models left on the board the game ends. If any of your models members then the battle is a victory.

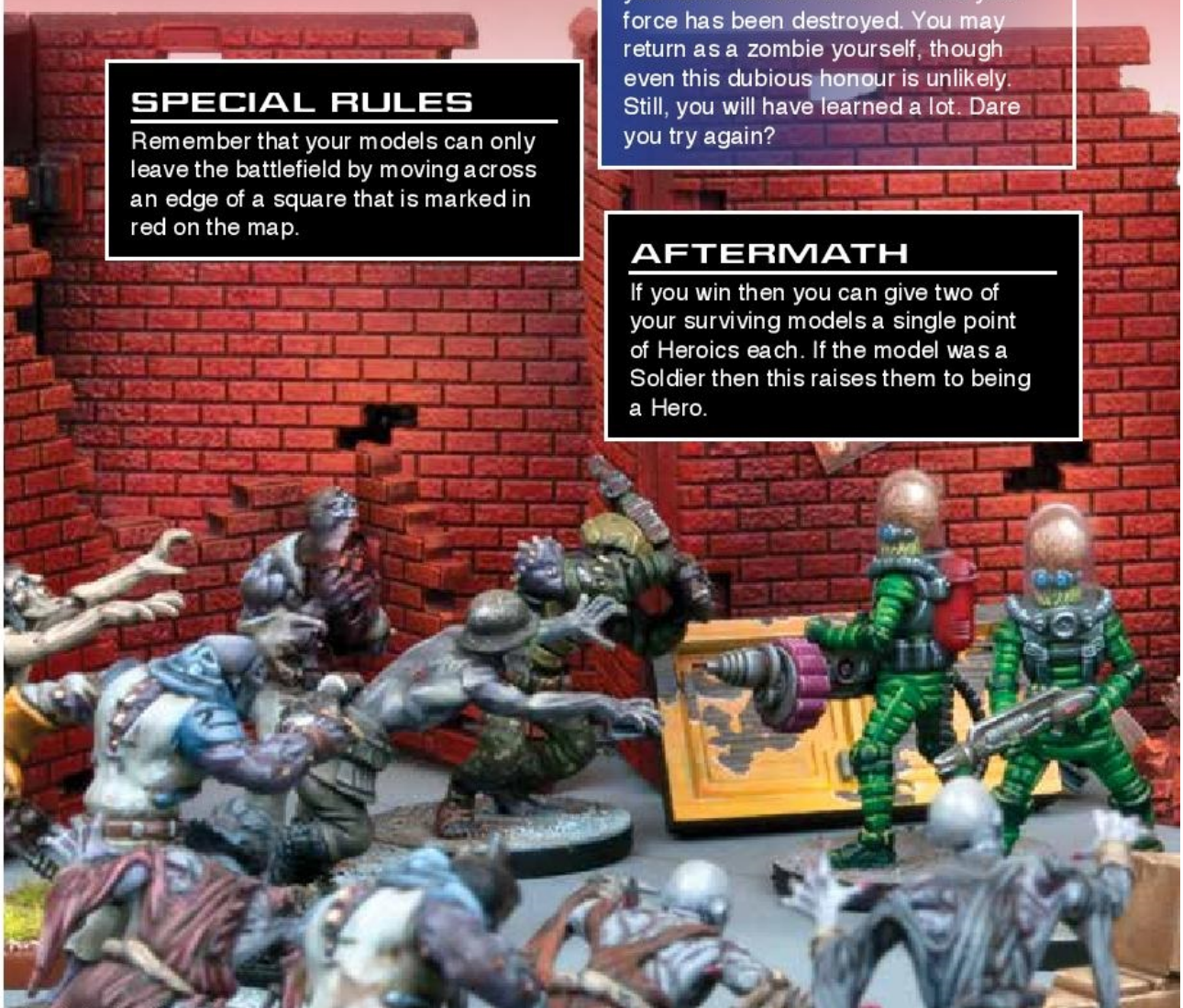
If none of your models escaped then you have failed to break out and your force has been destroyed. You may return as a zombie yourself, though even this dubious honour is unlikely. Still, you will have learned a lot. Dare you try again?

SPECIAL RULES

Remember that your models can only leave the battlefield by moving across an edge of a square that is marked in red on the map.

AFTERMATH

If you win then you can give two of your surviving models a single point of Heroics each. If the model was a Soldier then this raises them to being a Hero.

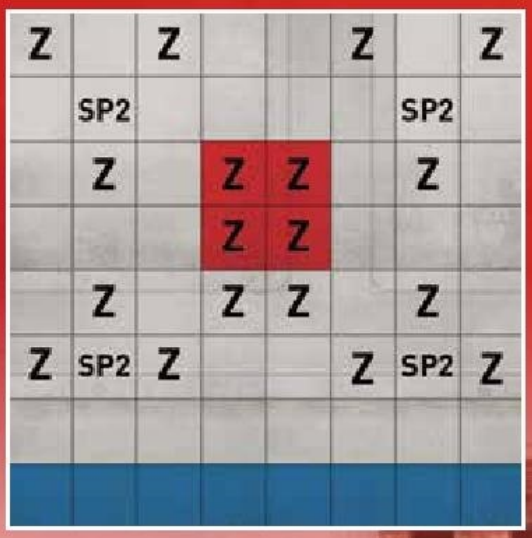


SCENARIO 4:

HOME FREE

Almost there!

You've broken through the cordon that was surrounding your base and are almost at the coordinates for the pick up. In the distance you can see the clear space that the transports want to use as a landing pad. All you have to do now is get there.



AVAILABLE FORCES

Your force consists of all the models you have left alive. All of your models must start the game in the blue deployment area.

VICTORY CONDITIONS

Get at least one of your models onto the transport.

SPECIFIC SCENERY

The red squares mark a clearing at the coordinates you've been given. This is your objective. Don't put any scenery here.

SPECIAL RULES

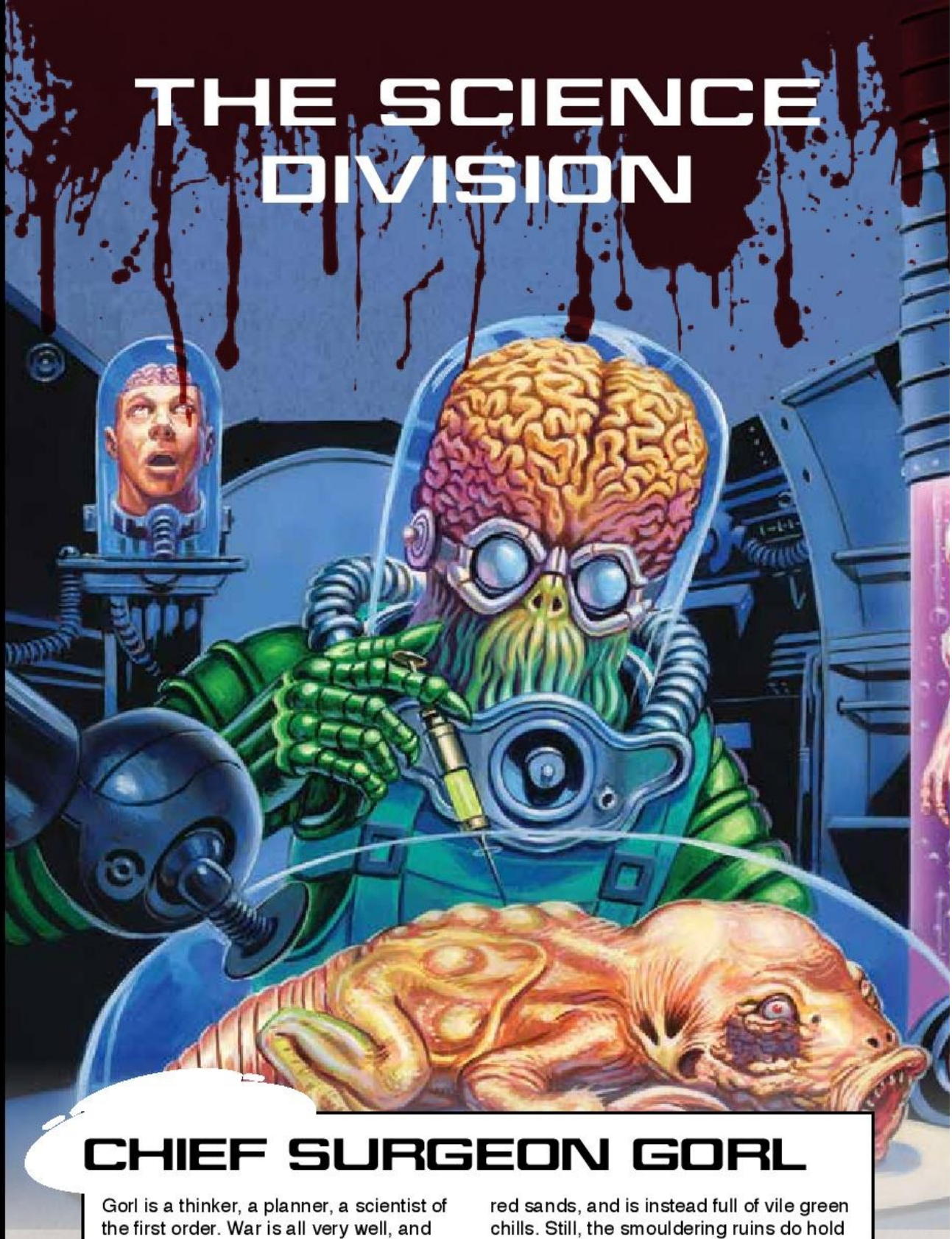
Bugging Out. You can see the transport hovering on station, waiting to pick your up. All you have to do is get into position.

You may call in the transport at the end of any one Round, but only when there are no zombies in the clearing. At that point, all of your models that are in the clearing are rescued. Everyone else dies.

AFTERMATH

Work out how many points of your force were rescued and note that as your level of victory for this campaign. Try playing it again with a different force and see if you can improve on your score.

THE SCIENCE DIVISION



CHIEF SURGEON GORL

Gorl is a thinker, a planner, a scientist of the first order. War is all very well, and he is proud to play his part. Even so, he'd rather be among his experiments.

Sometimes he needs space to think, away from the bustle of the invasion fleet and the Martian army with its constant barking of orders and humming of machinery. Back home he would take a stroll on the warm sands of the Martian desert. Sadly, this planet has no calm, red sands, and is instead full of vile green chills. Still, the smouldering ruins do hold a certain charm.

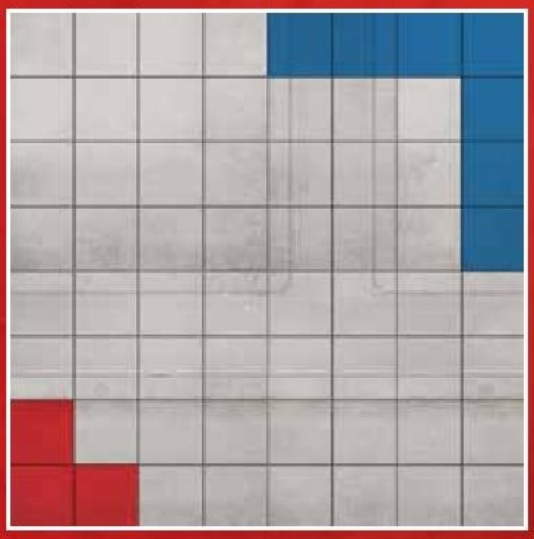
These quiet walks allow Gorl's mind to wander, finding solutions to his complex technical problems while his pet Wrex explores the surroundings. Wrex is both a companion and bodyguard, and was well worth the long years it took to engineer him from half a dozen unrelated species. Science is so rewarding.

SCENARIO 1:

WALKING THE DOG

As there is an invasion going on, Gorl's masters won't let him wander about without at least a couple of soldiers to look after him. Well, if that's what it takes to be allowed out then that's what he'll have to do. Naturally Wrex comes too.

After a couple of hours' wandering, Gorl realises what he's been doing wrong. Of course! Just invert the polarity, recalibrate the flux capacitor, and it will work perfectly! Turning back to the base he tells his bodyguards they need to get back quickly – he has work to do. But they have been spotted, and even now the net is closing in…



This scenario uses 8 Critters and Alien Secret counters.

MARTIAN FORCES

The following Martian models deploy anywhere in the red deployment zone:

- Chief Surgeon Gorl
- Wrex
- 2 Science Division Troopers

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+1 VP per counter, not counting the first).
- Getting Chief Surgeon Gorl off the board across one of the square edges marked in red (+6 VPs).

HUMAN FORCES

The following Human models deploy anywhere in the blue deployment zone:

- Eva
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

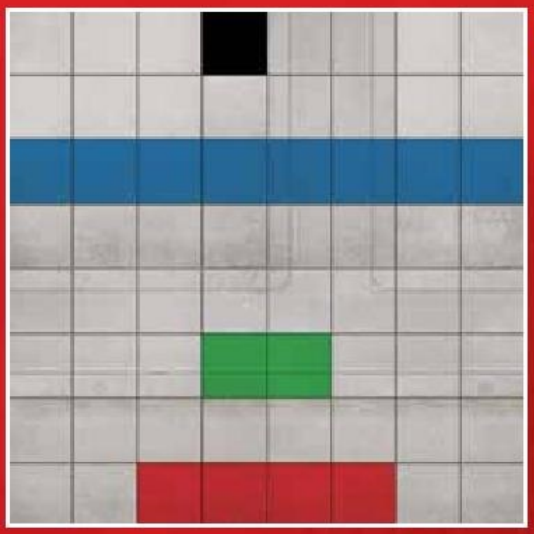
- Killing Chief Surgeon Gorl (+6 VPs).
- Alien Secrets (+1 VP per counter, not counting the first).

FIRST TURN: HUMANS

SCENARIO 2:

RELEASE THE HOUND

Chief Surgeon Gorl is missing! Wrex came back from his last walk without him, and is clearly trying to tell the other Martians something. Gorl must be in trouble! A rescue party is quickly arranged and as soon as they are prepared they release Wrex. Off he runs, eager to get back to his master. The rescue party charges after in hot pursuit.



This scenario uses 8 Critters and Alien Secret counters.

SPECIAL RULES

RESCUE!

Gorl has been trapped by falling rubble in the black square and only has 2 Heroics left. The first Martian model to reach the black square (other than Wrex) frees him automatically. Place Gorl on the board only when he is freed. Human models may not enter the black square until Gorl has been released by the Martians.

SPECIAL TERRAIN

Set up most of the scenery you have in the centre 4 columns, with smaller amounts to either side.

MARTIAN FORCES

The following Martian model deploys anywhere in the green deployment zone:

- Wrex

The following Martian models deploy anywhere in the red deployment zone:

- 1 Mutant Bug
- 1 Martian Bug Handler
- 4 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+1 VP per counter, not counting the first).
- Freeing Gorl (+3 VPs).
- Getting Chief Surgeon Gorl off the board via one of the red squares (+5 VPs).

HUMAN FORCES

The following Human models deploy anywhere in the blue deployment zone:

- Phil
- Edwyn
- 4 Novas Vira Militia
- 1 Novas Vira Sonic Disruptor
- 1 Novas Vira Heavy Weapons Team

HUMAN VPS

Human Victory Points are awarded for:

- Killing a Mutant Bug, Wrex or Chief Surgeon Gorl (+2 VPs each).
- Alien Secrets (+1 VP per counter, not counting the first).

FIRST TURN: MARTIANS

MASTERS OF SCIENCE

THE FOREFRONT OF INNOVATION

The Martian Science Division is rightly famous for its innovative and powerful creations. Never happy to sit on their already impressive laurels, they continually explore and experiment to find new and ever more dangerous technology for the Martian armies.

Their latest creation is one of their most ambitious. Through many years of painstaking research they have been able to partly dematerialise soldiers and phase them in-between dimensions. This makes them impervious to enemy fire and allows them to approach or bypass enemy positions at will. Once they are happy with their new position they phase back into normal space and attack!

The technology is not perfect yet, and the stability of the phasing leaves something to be desired. Occasionally a phased soldier will slip the wrong way and disappear forever into some unknown dimension. When this problem is overcome the process will be a devastating first-strike weapon. Until then, the Science Division continues with its experiments and field trials using select members of its own forces.

MASTERS OF SCIENCE

You may use the MASTERS OF SCIENCE special rule in any scenario that has at least 5 Science Division models (including both Soldiers and Heroes) on the board at the start. At least 5 of these models must take part. The Martian player decides which ones.

Before the first Turn begins, the chosen Science Division models are replaced with *phased* models. These are the translucent green ones.

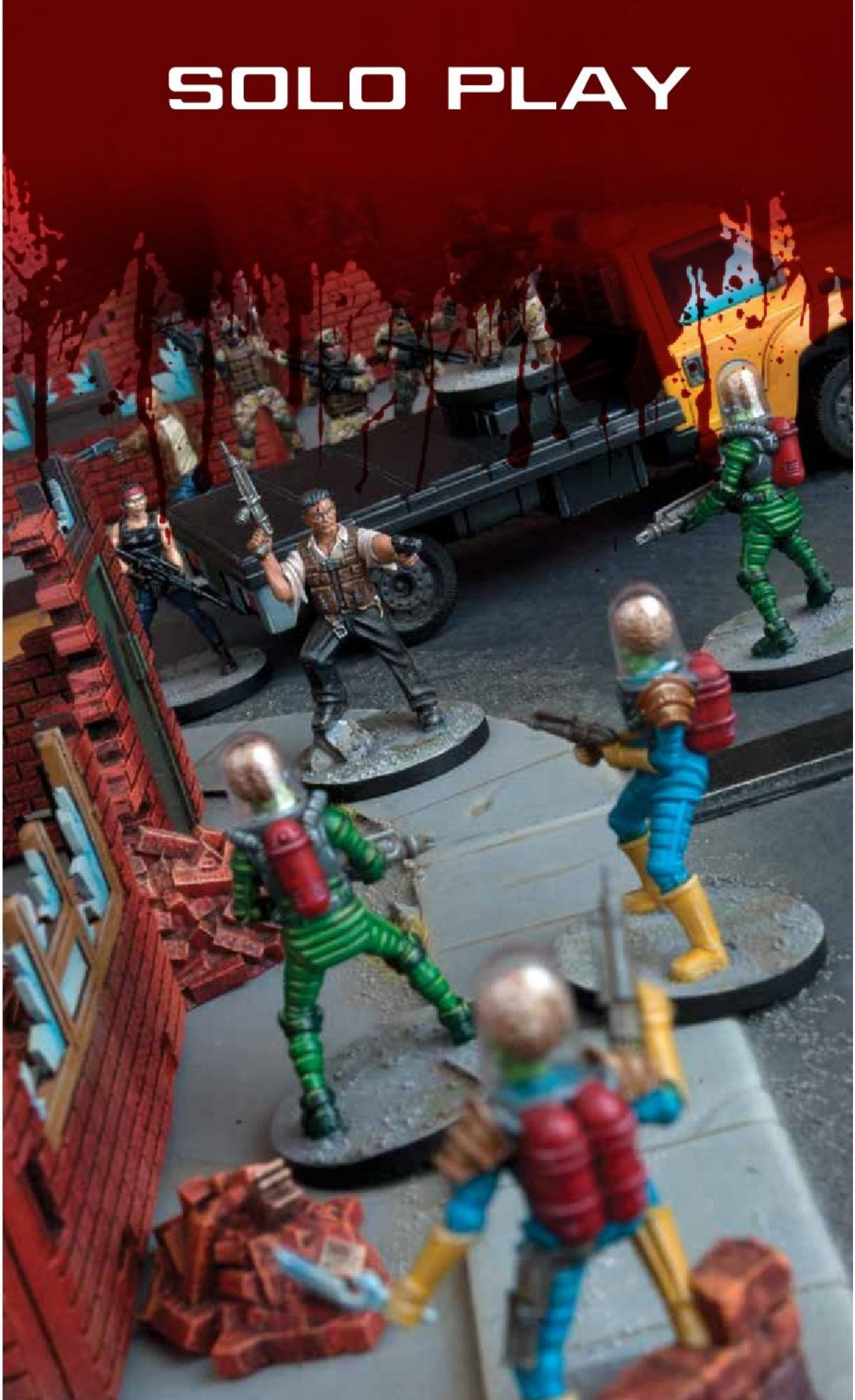
A *phased* model cannot interact with the normal dimensions of the universe at all. They cannot *SHOOT*, *FIGHT* or be the target of either. They ignore the enemy models when they *MOVE*, and the enemy ignore them. They may not use any equipment (including scenario defined items) or pick up *Critters* or *Alien Secrets*. They ignore the effects of Support cards, explosions and so on. All they can do is *MOVE*.

Phased models act in the same sequence as normal and get an Activation Marker when they have done so. In addition, after a phased model has acted you must roll one dice. On the roll of a 2 or more they are fine. The technology is working as expected. On the roll of a 1 something has gone wrong. The trooper shimmers for a moment, and then disappears completely with a small pop. Remove the model and count it as killed by the enemy.

At the end of each Round you must decide whether to maintain the MASTERS OF SCIENCE effect or not. You must either keep it on all the models that still have it, or turn it off for all. If you turn it off, simply replace the phased models with their normal equivalents. Once MASTERS OF SCIENCE has been turned off it cannot be turned on again in that scenario.

If you choose to keep the effect going, then roll one dice for each model that still has it. As before, on a 2-8 they are fine, and on a 1 they disappear, never to be heard from again.

SOLO PLAY



LONE DEFENDER OF THE EARTH

These rules allow you to play Mars Attacks on your own. Playing solo games is easy. You play the staunch defenders of Earth, while the Artificial Intelligence (AI) card deck decides the actions of the Martian invaders. Of course, you move all the models and roll all the dice. However, as you're the only one playing you should still be careful to place models from both sides in good positions. It's no challenge if you don't.

As a deck of cards isn't really very smart, you might want to give the Martians a bit of an advantage to balance things out and make things more fun. There are three VP cards included in this deck to use as reminders of the advantage you gave them. Like all other VPs, they count towards the 8 needed to win the battle. You shouldn't change this advantage during a battle, but you can always play the scenario again with a different amount if you found victory too easy or too hard.

Apart from the use of the AI card deck to decide the opponent's actions, the biggest difference is how the Martian's hand of Mars Attacks cards work. The majority of the game rules remain exactly as normal.

GETTING READY TO PLAY

Setting up a solo game of Mars Attacks is almost the same as a normal, two-player game, with one or two additions. Simply follow these steps:

- Choose a scenario to play.
- Set up the scenery, counters and models for both sides, being careful to place the Martians in the best possible spots for them.
- Deal the Martian's hand of Mars Attacks cards to them, and place it face up on their side of the board.
- Decide how many VPs worth of advantage to give the Martians. Place the appropriate card(s) on the Martian side of the table as a reminder. Put the remaining VP cards back in the box.
- Separate the reference cards from the AI deck and place them close by. You will want to refer to them as you go along.
- Shuffle the remaining AI cards and place the deck face down next to the board.

BATTLEFIELD SECTORS

For solo games, we divide the board up into 3 imaginary sectors: left, centre and right. These help define which Martian models act in a Turn, and so may not relate well to the actual deployment zones or current positions. This is not important. Always use the following definitions for left, centre and right, based on where you are sitting (as this makes it easiest to remember). You will note that there is an overlap between the centre area and those on the sides. This is intentional and works fine as you are only ever dealing with one sector at a time.

Left and Right Sectors

Centre Sector

PLAYING A SOLO GAME

The game starts with the side defined by the scenario. Your turns of the game are played out as normal with two exceptions:

You roll the dice for both sides.
The Martian player will use a card whenever they can (see below for rules on the Martian side's hand of Mars Attacks cards).

When it comes to the Martian turn, resolve it by going through the following steps:

MARTIAN TURN

As normal, the Martians can do two things in a Turn. Each of these can either be acting with a model, or resolving an Invasion card. Playing Mars Attacks cards from their hand is free for Solo play Martians.

In the case of a model, you need to choose which model will act and then decide what they will do and who they will do it to (if the action has a target). This is done by a series of lists which place each option in order of priority. Start at the beginning of each list and take each option in turn until you can do it. If none of them are possible then move onto the next list until you find something that is. This simple, step-by-step approach allows Martians to behave in an appropriate way, whilst still being straightforward to implement.

- Draw the top AI card from the deck.
- If it is an Invasion card then the Martians use a single set of Support cards that is already in play. If none are available then put all Support cards in the Martian hand into play and draw replacement cards immediately.
- If the card is not an Invasion, then decide which model will act using the card's description. Only consider models that have not yet acted in this Round.
- Selecting the model is done in two steps:

1. **Sector:** The card will list which sector of the board you should be looking in for the next model to act (left, centre or right). If no models remain in this sector, or all of them have already acted this Round, then you should select a model from anywhere on the board.
2. **Position**: either the model **Nearest** to or **Farthest** from an enemy model, or the nearest model with **Big Guns**. Big Guns means any model that has a different weapon from the rank and file models, or is a Hero, Saucer or Giant Robot. If there are no Big Guns then resolve the card as if it had **Nearest** on. Nearest and farthest should be measured by actual distance from the closest enemy model rather than using the squares as this will avoid ties.

- Now you have selected a model, what does it do? Martians are well trained and always act in a strict order of priority: Objective, Shoot, Move. Start with Objective and see if they can do that action. If they can, then resolve this as their action for the Turn. If not, move onto the next option.

- **Objective**: can the model gain any VPs this Turn? If it can, then do so using whatever action is required. If there are several ways it could do so, choose guaranteed VPs over possible ones. For example, let's imagine a scenario in which critter counters earn VPs for the Martians. If the selected model has the opportunity to move onto a critter counter that was sitting face up, or one that was face down (and therefore unknown) it would move onto the face up counter as this is a guaranteed VP. If it must choose between two different opportunities for earning VPs, neither of which are guaranteed, don't worry about calculating the exact odds. Instead, simply use the following order of a Martian's preferred actions: Shooting, Moving, Fighting. If more than one option for earning VPs exists that will be achieved by the same action, take the closest one.
- ***Shoot***: if a model cannot earn VPs by their action, they will Shoot at an enemy model in range. If the Shooting model has a freeze ray then they will target the nearest square with 2 or more unactivated enemy models in. If there are no such squares, or with any other weapon, a Martian will use the following list of targets in order of priority:

  - Nearest enemy model they have a clear shot at.
  - Nearest unactivated enemy model.
  - Nearest enemy model.

- ***Move***: if a model cannot gain VPs with this action and has no target to Shoot at, it will Move. The direction and distance it will Move depends

on the current state of the battle and is resolved using the following list of priorities:

- Towards an objective if it is the closest model.
- 1 square to get LOS on an enemy model, then Shoot.
- 2 squares towards an enemy model (trying to get in range and LOS)
- Wait in place.

THE MARTIAN'S HAND OF MARS ATTACKS CARDS

The AI Martian player uses Mars Attacks cards slightly differently from normal. Deal them a hand of cards as normal, but place it face up on their side of the board.

During a Martian Turn, if an action could be aided by a card then they will play it. **This does not count as one of the things they do in that Turn**. Also, they draw replacement cards after each thing they do as well as at end of the Round.
At the end of a Round, put all Martian Support cards into play in sets. Also play any Reinforcements Arrive! Cards and Move the new model onto the board. Roll a dice to decide where.

Step	Priorities	Notes
Which Model?	**Sector**? Left, Centre, Right (default = whole board) **Position**? Nearest, Farthest, Big Guns (default = Nearest)	• Card defines which options
What action?	**Fixed order:** • Objective • Shoot • Move	• Only considers enemy in range
Target for Shoot?	**Fixed order:** • (Freeze ray only) most unactivated in one square (2+) • Nearest clear shot • Nearest unactivated • Nearest activated	
Move where?	**Fixed order:** • Towards objective if closest model • 1 square to get LOS on enemy, then Shoot • 2 squares towards enemy model (try to get in range and LOS) • Wait in place	